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game player violates server policy

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1 Donnybrook: enabling large-scale, high-speed, peer-to-peer games

 Ashwin Barambe, John R. Douceur, Jacob R. Lorch, Thomas Moscibroda, Jeffrey Pang, Srinivasan Xinyu Zhuang
August 2008 SIGCOMM '08: Proceedings of the ACM SIGCOMM 2008 conference on Data communication
Publisher: ACM
Full text available:  [PDF \(378.39 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 99, Downloads (12 Months): 99, Citation Count: 0

Without well-provisioned dedicated servers, modern fast-paced action games limit the number of players who can interact simultaneously to 16-32. This is because interacting players must frequently exchange state updates, and high player counts would ...

Keywords: computer games, doppelgängers, interest sets

2 Donnybrook: enabling large-scale, high-speed, peer-to-peer games

 Ashwin Barambe, John R. Douceur, Jacob R. Lorch, Thomas Moscibroda, Jeffrey Pang, Srinivasan Xinyu Zhuang
October 2008 ACM SIGCOMM Computer Communication Review, Volume 38 Issue 4
Publisher: ACM
Full text available:  [PDF \(378.39 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

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Keywords: computer games, doppelgängers, interest sets

3 Sanitization models and their limitations

 R. Crawford, M. Bishop, B. Bhumiratana, L. Clark, K. Levitt
September 2006 NSPW '06: Proceedings of the 2006 workshop on New security paradigms
Publisher: ACM
Full text available:  [PDF \(396.84 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 141, Citation Count: 1

This work explores issues of computational disclosure control. We examine assumptions in the following models: sanitization, obfuscation, and differential privacy. We show that these models are not always effective in protecting sensitive information, and propose new models that can better handle these challenges.

of traditional problem statements and abstract models. We offer a comprehensive framework, b the notion of an inference game, that unifies ...

Keywords: closed world assumption, data sanitization, disclosure control, inference problem

4 Defining grief play in MMORPGs: player and developer perceptions

 Chek Yang Foo, Elina M. I. Koivisto
September 2004 ACE '04: Proceedings of the 2004 ACM SIGCHI International Conference on Advanced computer entertainment technology

Publisher: ACM

Full text available:  Pdf (107.78 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index to](#)

Bibliometrics: Downloads (6 Weeks): 27, Downloads (12 Months): 320, Citation Count: 2

In current literature, grief play in Massively Multi-player Online Role-Playing Games (MMORPGs) play styles where a player intentionally disrupts the gaming experience of other players. In our have discovered that player experiences ...

Keywords: MMORPG, avatars, game design, greed play, grief play, harassment, power imposition play, scamming

5 Constrained Markov games with transition probabilities controlled by a single player

Eitan Altman, Saswati Sarkar, Eilon Solan

October 2007 ValueTools '07: Proceedings of the 2nd international conference on Performance evaluation methodologies and tools

Publisher: ICST (Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering)

Full text available:  Pdf (204.88 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 18, Citation Count: 0

We consider a two-players zero-sum Markov game with side constraints where only one player controls the transition probabilities. We reduce the problem to that of solving an equivalent linear program. The approach is different than the one previously ...

6 Mediator: a design framework for P2P MMOGs

 Lu Fan, Hamish Taylor, Phil Trinder
September 2007 NetGames '07: Proceedings of the 6th ACM SIGCOMM workshop on Network and system support for games

Publisher: ACM

Full text available:  Pdf (217.56 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 125, Citation Count: 0

With widespread use of the Internet, Massively Multiplayer Online Games (MMOGs) are becoming increasingly popular. As MMOGs scale up, conventional Client/Server (C/S) architectures exhibit drawbacks in scalability, reliability, and redundancy. ...

7 Understanding the global semantics of referential actions using logic rules

 Wolfgang May, Bertram Ludäscher
December 2002 ACM Transactions on Database Systems (TODS), Volume 27 Issue 4

Publisher: ACM

Full text available:  Pdf (640.93 KB)

Additional Information: full citation, appendices and supplements, abstract, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 8, Downloads (12 Months): 60, Citation Count: 1

Referential actions are specialized triggers for automatically maintaining referential integrity in c
While the *local effects* of referential actions can be grasped easily, it is far from obvious what the
semantics of a set ...

Keywords: Database theory, game theory, logic programming, referential actions, referential integrity, relational databases

8 Communications of the ACM: Volume 51 Issue 9

 September 2008 issue Volume 51 Issue 9

Publisher: ACM

Full text available:  Digital Edition,  Pdf (8.68 MB) Additional Information: full citation

Bibliometrics: Downloads (6 Weeks): 13658, Downloads (12 Months): 13658, Citation Count: 0

9 Towards a pareto-optimal solution in general-sum games

 Sandip Sen, Stephane Airiau, Rajatish Mukherjee
July 2003 AAMAS '03: Proceedings of the second international joint conference on Autonomous multiagent systems

Publisher: ACM

Full text available:  Pdf (203.43 KB) Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 31, Citation Count: 2

Multiagent learning literature has investigated iterated two-player games to develop mechanism
allow agents to learn to converge on Nash Equilibrium strategy profiles. Such equilibrium config
implies that there is no motivation for one player ...

Keywords: agents, game playing, strategy revelation

10 Privacy-preserving remote diagnostics

 Justin Bruckell, Donald E. Porter, Vitaly Shmatikov, Emmett Witchel
October 2007 CCS '07: Proceedings of the 14th ACM conference on Computer and communications

Publisher: ACM

Full text available:  Pdf (701.81 KB) Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 20, Downloads (12 Months): 212, Citation Count: 0

We present an efficient protocol for privacy-preserving evaluation of diagnostic programs, repre
binary decision trees or branching programs. The protocol applies a branching diagnostic progra
classification labels in the leaves to the ...

Keywords: branching programs, data mining, diagnostics, privacy

11 A Visibility-Driven Approach to Managing Interest in Distributed Simulations with Dynamic Interest Balancing

 Ihab Kazem, Dewan Tanvir Ahmed, Shervin Shirmohammadi
October 2007 DS-RT '07: Proceedings of the 11th IEEE International Symposium on Distributed Simulation and Real-Time Applications

Publisher: IEEE Computer Society

Full text available:  Pdf (302.61 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 32, Citation Count: 0

Distributed Simulations that support a massive number of users typically divide the virtual world zones that are managed by separate servers to evenly distribute resources and achieve scalability. However, such zoning restricts cross-zonal interactions ...

12 Distributed opportunistic scheduling for ad-hoc communications: an optimal stopping approach

 Dong Zheng, Weiyang Ge, Junshan Zhang

September 2007 MobiHoc '07: Proceedings of the 8th ACM international symposium on Mobile ad h

networking and computing

Publisher: ACM

Full text available:  Pdf (308.05 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 23, Downloads (12 Months): 434, Citation Count: 0

We consider distributed opportunistic scheduling (DOS) in wireless ad-hoc networks, where many contend for the same channel using random access. In such networks, distributed opportunistic involves a process of joint channel probing ...

Keywords: ad-hoc networks, distributed opportunistic scheduling, game theory, optimal stoppi

13 Exploring bidding strategies for market-based scheduling

 Michael P. Wellman, Jeffrey K. MacKie-Mason, Daniel M. Reeves, Sowmya Swaminathan

June 2003 EC '03: Proceedings of the 4th ACM conference on Electronic commerce

Publisher: ACM

Full text available:  Pdf (259.95 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 56, Citation Count: 5

A market-based scheduling mechanism allocates resources indexed by time to alternative uses based on the bids of participating agents. Agents are typically interested in multiple time slots of the schedule, with value determined by the earliest ...

Keywords: Nash equilibrium, bidding strategies, evolutionary game theory, evolutionary search based scheduling, replicator dynamics, simultaneous ascending auctions

14 An implementation of norm-based agent negotiation

 Pieter Dijkstra, Henry Prakken, Kees de Vey Mestdagh

June 2007 ICAIL '07: Proceedings of the 11th international conference on Artificial intelligence and law

Publisher: ACM

Full text available:  Pdf (573.49 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 71, Citation Count: 0

In this paper, we develop our previous outline of a multi-agent architecture for regulated information exchange in crime investigations. Interactions about information exchange between agents (representing police officers) are further analysed as negotiation ...

15

[Yootopia!](#)

 Daniel M. Reeves, Bethany M. Soule, Tejaswi Kasturi
January 2007 ACM SIGecom Exchange, Volume 6 Issue 2

Publisher: ACM

Full text available:  Pdf (300.08 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 55, Citation Count: 0

The nascent Yootopia Project at Yahoo! Research brings together three related research agenda: mechanisms for group decision making, prediction, and payment infrastructure. The currency (s system) is called Yootles and underlies (but is orthogonal ...

Keywords: mechanism design, script systems

16 [Notions of reputation in multi-agents systems: a review](#)

 Lik Mui, Mojdeh Mohtashemi, Ari Halberstadt

July 2002 AAMAS '02: Proceedings of the first international joint conference on Autonomous and multiagent systems: part 1

Publisher: ACM

Full text available:  Pdf (264.24 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 31, Downloads (12 Months): 272, Citation Count: 14

Reputation has recently received considerable attention within a number of disciplines such as d artificial intelligence, economics, evolutionary biology, among others. Most papers about reputati provide an intuitive approach to reputation ...

Keywords: agent modeling, cooperation, multi-agents systems, reputation

17 [Dialogues about the burden of proof](#)

 Henry Prakken, Chris Reed, Douglas Walton

June 2005 ICAI L '05: Proceedings of the 10th international conference on Artificial intelligence and law

Publisher: ACM

Full text available:  Pdf (629.71 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 22, Citation Count: 6

This paper analyses the phenomenon of a shift of the burden of proof in legal persuasion dialogues. Sample dialogues are analysed of types of situations where such a shift may occur, viz. reasoning on defeasible rules, reasoning with argumentation ...

18 [Jifclipse: development tools for security-typed languages](#)

 Boniface Hicks, Dave King, Patrick McDaniel

June 2007 PLAS '07: Proceedings of the 2007 workshop on Programming languages and analysis for security

Publisher: ACM

Full text available:  Pdf (452.63 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 4, Downloads (12 Months): 72, Citation Count: 0

Security-typed languages such as Jif require the programmer to label variables with information security policies as part of application development. The compiler then flags errors wherever information leaks may occur. Resolving these information ...

Keywords: Eclipse, Jif, developer tools, security-typed languages

19 Debugging debugged, a metaphysical manifesto of systems integration

 Robert Schaefer

May 2008 ACM SIGSOFT Software Engineering Notes, Volume 33 Issue 3

Publisher: ACM

Full text available:  Pdf (466.54 KB)

Additional Information: full citation, abstract, references

Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 55, Citation Count: 0

Systems designers will most often design to the N-1 criterion whether the designers know they do so or not. Systems designed to the N-1 criterion detect, isolate and (possibly) recover from at most one fault at a time. In contrast to the N-1 criterion, ...

20 The UCON_{ABC} usage control model Jaehong Park, Ravi Sandhu

February 2004 ACM Transactions on Information and System Security (TISSEC), Volume 7 Issue 1

Publisher: ACM

Full text available:  Pdf (518.61 KB)

Additional Information: full citation, abstract, references, cited by, index to

Bibliometrics: Downloads (6 Weeks): 29, Downloads (12 Months): 291, Citation Count: 23

In this paper, we introduce the family of UCON_{ABC} models for usage control (UCON), which integrates *Authorizations (A), obligations (B), and Conditions (C)*. We call these core models because they capture the essence of UCON, leaving ...

Keywords: access control, digital rights management, privacy, trust, usage control

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